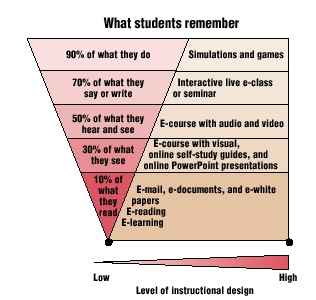
**TABLE OF CONTEMPORARY MEDIA TOOLS, USES AND EXAMPLES**

**Theoretical Underpinnings to Multimedia Elements which can be incorporated into the instructional design process:**

**Paivio’s Dual Coding Theory -** A multimedia presentation that shows multiple visuals such as an image of a speaker as well as the text that the speaker is reading, such as a series of bullet points, could overwhelm the viewer, depending on the person and the situation, because the viewer must now attend to two images (Paivio, 1986; Wikipedia, 2008).

**The Multimedia Effect** - This theory is very similar to the dual coding theory. The multimedia effect describes or characterizes the benefits of combining different and aural information through the use of multimedia. Multimedia programs that include text, speech, drawings, photographs, music, animations, and video with or without sound can enhance learning. Some combinations compliment each other, while others impede and conflict the learning (Alessi & Trollip, 2000) by distracting the learner from the task at hand.

| **Media Tool** | **Function** | **Uses** | **Example(s)** |
| --- | --- | --- | --- |
| WebStart | A WebStart page is a learning space where learners can go to begin the process of instruction. WebStart creation tools such as those listed on the adjacent column allow one to easily create efficient, effective and attractive webpages. | 1. Class Portals 2. Online Filing Cabinets 3. E-Portfolios 4. Collaborative Spaces 5. Knowledge Management and Articulations 6. School/Class Websites) 7. Other … | 1. Protopage 2. PageFlakes 3. NetVibes 4. Google Personalized Homepage |
| Weblogs (Blogs) | An interactive online space for posting, discussing, uploading and downloading information. A **blog** (an abridgment of the term **web log**) is a [website](http://en.wikipedia.org/wiki/Website), usually maintained by an individual, with regular entries of commentary, descriptions of events, or other material such as graphics or video. Entries are commonly displayed in reverse chronological order. "Blog" can also be used as a verb, meaning *to maintain or add content to a blog. (Wikipedia, 2008).* | *(Same as above)* | 1. Gaggle Blogs 2. Edublogs 3. Drupal 4. Class Blogmeister 5. Blogger |
| Wikis | A **wiki** is a collection of [web pages](http://en.wikipedia.org/wiki/Web_page) designed to enable anyone who accesses it to contribute or modify content, using a simplified [markup language](http://en.wikipedia.org/wiki/Markup_language) (Wikipedia, 2008) | *(Same as above)* | 1. Wikispaces 2. PbWiki 3. jotspot |
| Assessment, Surveys, Polls | NA | Creation of Formative & Summative Assessments. Creation of Rubrics and assessments which can target multiple cognitive domains. | 1. Rubistar 2. Surveymonkey 3. HotPotatoes 4. Zoho Polls |
| Podcasting | Podcasting is the process by which digital audio (e.g., music, talk, sounds, etc...) is uploaded to a computer and made available through a computer network. While the technology for capturing audio in from various sources, analog or digital, is not new, being able to upload, download and syndicate is new. | In the context of teaching and learning, this is significant, because a myriad of audio shows, sounds, lectures, presentations, and historical events can be accessed and shared in a way never before possible. Not only is access to audio archives and contemporary audio creations widely available, so too is the ability to upload new material. Relating these phenomena to the classroom setting means that students and teachers can take part in the creation of audio that is relevant to the studies of a given course. | 1. Powergramo 2. Audacity 3. IndiePodder 4. iTunes 5. Wikipedia Commons 6. Audacity |
| Screencasting | A **screencast** is a digital recording of [computer](http://en.wikipedia.org/wiki/Computer) screen output, also known as a *video screen capture*, often containing audio [narration](http://en.wikipedia.org/wiki/Narration). Although the term **screencast** dates from 2004, products such as [Lotus](http://en.wikipedia.org/wiki/Lotus_Software) ScreenCam were used as early as 1994 (Wikipedia, 2008). | The modern use of screencasting will often times involve a slideshow, which has been voiced over or has audio layed over to create a presentation. In the screencast form, the presentation can be uploaded, shared, downloaded and syndicated. In terms of the classroom setting, screencasting allows learners to create, access, and share presentations which are relevant to a give area of study. | 1. Camstudio 2. Powergrammo |
| Video | Media file most commonly occurring in the following file formats: .avi; .wmv; mpeg (.mpeg or .mpg); quicktime (.mov); realvideo (.rm or .ram); Shockwave (.swf). | Almost ∞ | 1. YouTube 2. Video Furnace 3. VideoEgg 4. JumpCut 5. Grouper 6. EyeSpot |
| Photo & Drawing | Most likely **digital images** which can be modified, manipulated, or edited to meet the needs of the designed instruction. Typical file formats will be RAW before processing as graphics files. RAW files typically correspond to the brand of device which captured the image. Graphics files will typically be in one of the following forms: JPEG; TIFF; RAW; PNG; GIF; BMP; PPM; PGM; PBM; PNM. Vector formats include: SVG. | Almost ∞ | 1. Tux Paint 2. Picasa 3. MS Photo Story 3 4. iPhoto 5. Google SketchUp 6. GIMP |
| Presentation Tools | **Presentation** is the process of presenting the content of a topic to an audience. A [presentation program](http://www.answers.com/topic/presentation-program), such as [OpenOffice.org Impress](http://www.answers.com/topic/openoffice-org), [Apple Keynote](http://www.answers.com/topic/keynote-presentation-creation-software), [i-Ware CD Technologies' PMOS](http://www.answers.com/topic/portable-media-operating-system) or [Microsoft PowerPoint](http://www.answers.com/topic/microsoft-powerpoint-2003), is often used to generate the presentation content (Wikipedia, 2008). | Content delivery, message delivery, sharing information with group. Unidirectional flow of information from presenter to presentee. | 1. Zoho Show 2. Thumbstacks.com 3. SlideShare 4. MS Photo Story 3 |
| Simulations, Games, and Webquests | Simulations and Games can be effectively used to address ALL phases of instruction.  Underlying Learning Theories:  Schank’s Case-based Reasoning (formerly operating as Learn-by-doing)  Paivio’s Dual Coding Theory | See below… | 1. Webquests.org 2. Adobe Director 3. [www.dmoz.org](http://www.dmoz.org)   Examples used in-class:  Electricity, Spore, Phet, Latenite Labs |

I snagged this before I wrote the source down. Now I can’t find the source!

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Najjar, L., 1995. Dual Coding as a Possible Explanation for the Effects of Multimedia on Learning. Georgia Institute of Technology Technical Report. Available [Online] @ <http://www-static.cc.gatech.edu/gvu/reports/1995/abstracts/95-29.html>.